WARRIORS OROCHI™ 2

TEEN
T
CONTENT RATED BY ESRB

KOEI®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Produced by Omega Force

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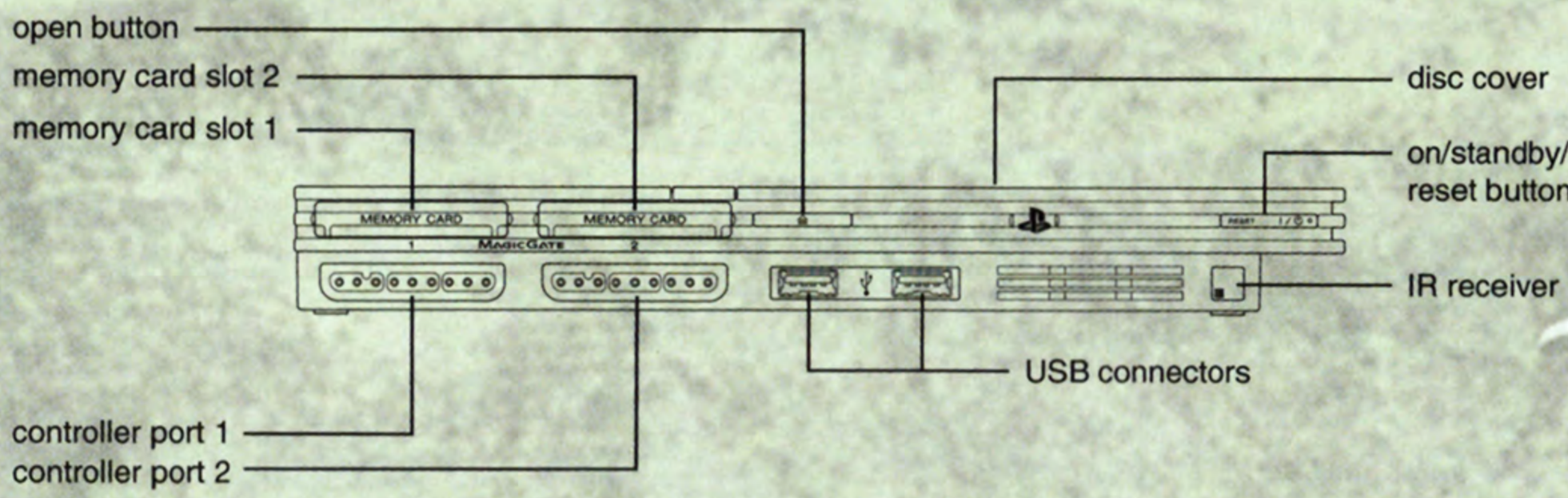
Manual Design: Jun Matsui (PlusPlan)

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Warriors Orochi®2* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Game Controls

- Action Controls -

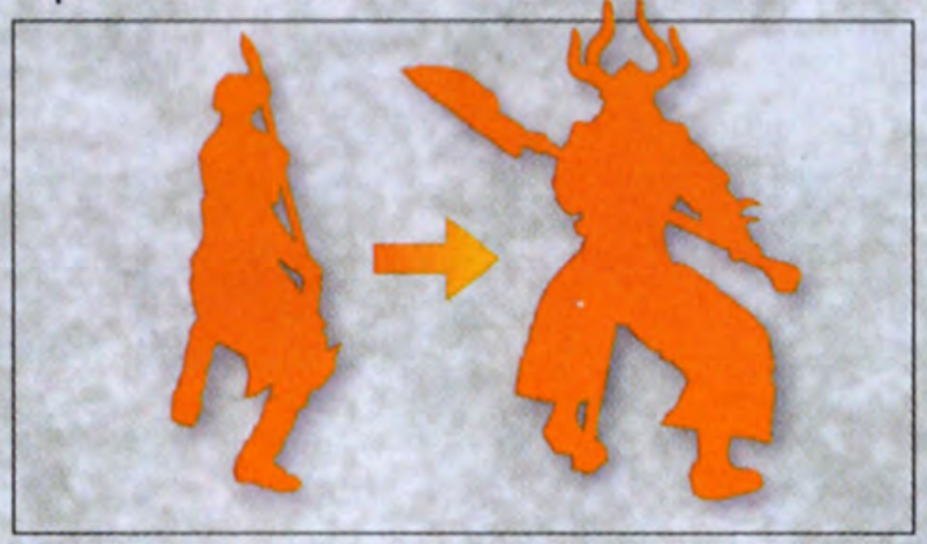
How to use the Controller

When playing as one player, the DUALSHOCK®2 analog controller must be inserted into controller port 1. The controls are the same for the DUALSHOCK® analog controller.

L2 button / R2 button

Switch Character

Switch the character you are using in your team. You can switch characters as many times as you like during battle. Your characters' Life and Musou Gauges will slowly replenish while not in use.



*You cannot switch characters while being attacked by the enemy.

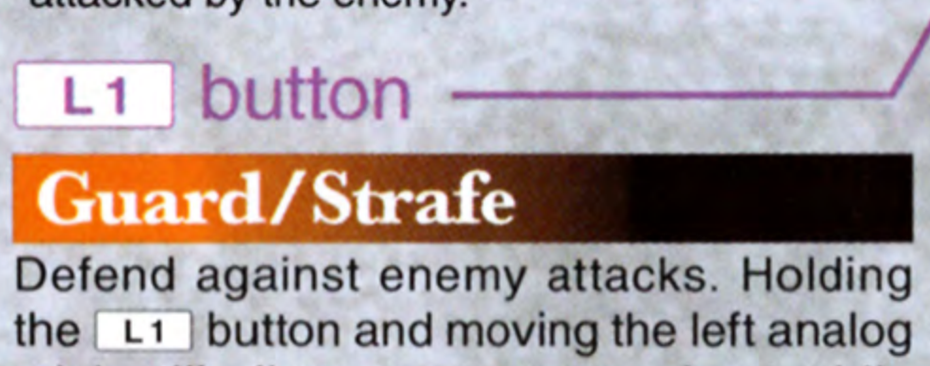
L1 button

Guard/Strafe

Defend against enemy attacks. Holding the L1 button and moving the left analog stick will allow you to move about while facing forward.

Flip

When knocked into the air by an enemy attack, pressing the L1 button will allow you to regain your form.

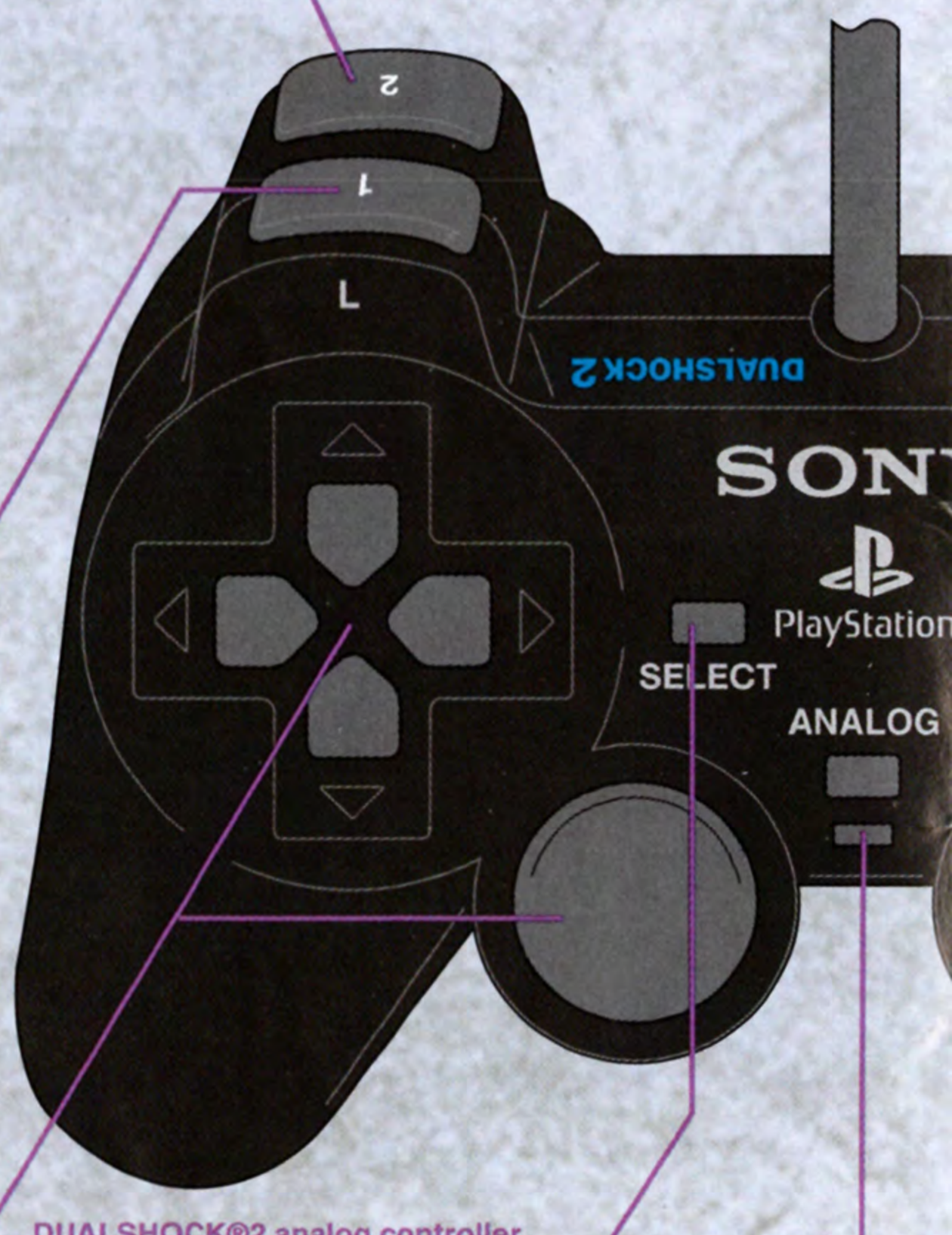


Left analog stick /Directional buttons

Move

*A weak horse will come to you if you had not been riding one before.

*You cannot call a horse inside castles.

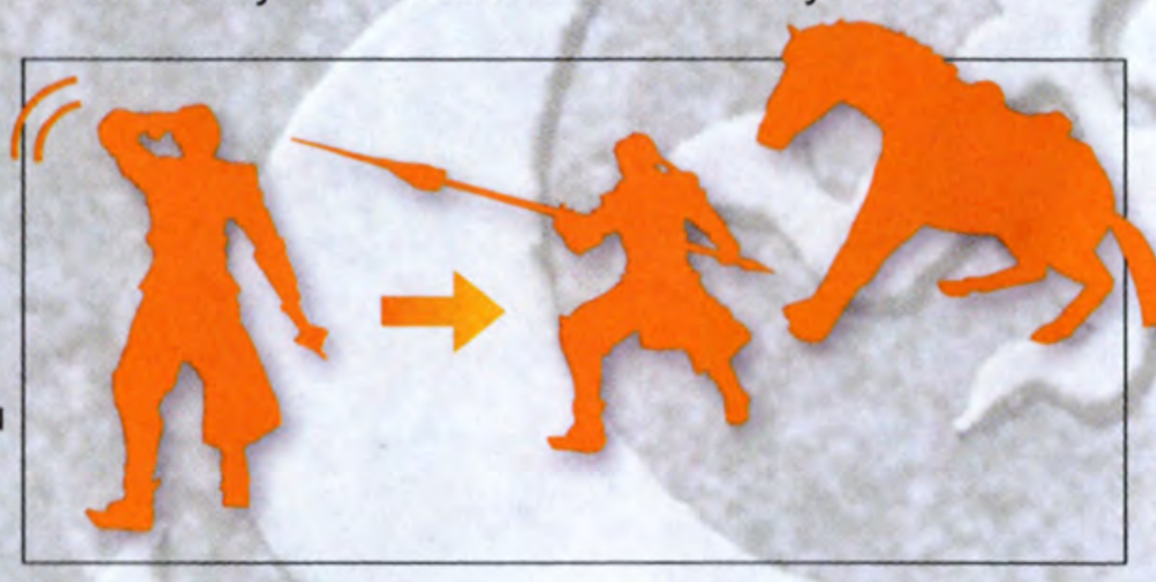


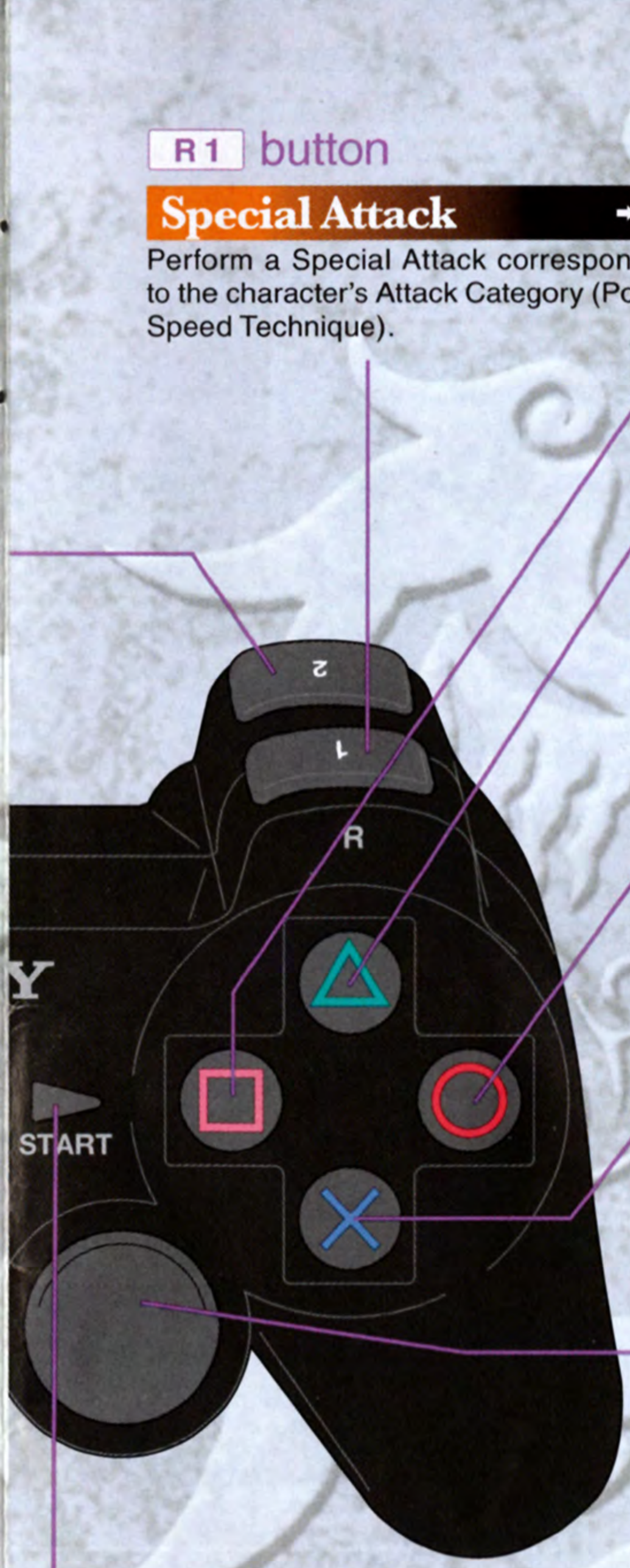
DUALSHOCK®2 analog controller

SELECT button

Call Horse

The horse you last rode will come to you.





R1 button

Special Attack ➡ P.08

Perform a Special Attack corresponding to the character's Attack Category (Power, Speed Technique).

□ button

Normal Attack ➡ P.06

Consecutive attacks and attacks while jumping are also possible.

△ button

Charge Attack ➡ P.07

More powerful than the Normal Attack.
A Charge Attack can be linked with Normal Attacks to create even stronger attack moves.

○ button

Musou Attack ➡ P.10

The ultimate special attack. Your Musou Gauge must be full in order to perform the attack.
Holding the ○ button down will charge your Musou Gauge.

× button

Jump/Aerial Thrust ➡ P.08

Your character will jump into the air.
Press the × button while airborne to enable Speed Attack Category characters to propel themselves through the air.

Mount/Dismount Horse

You will mount the horse if standing nearby. If you press it while on the horse, you will dismount it.
If you equip "Cavalier" (P.21), you will start the battle mounted on a horse.

Right analog stick

Rotate camera

R3 button

Switch Map ➡ P.27

Toggle between the Complete Map and the Zoom Map.

START button

Pause/Display Info Screen ➡ P.29

LED display

This should always be red (analog mode).

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*You may adjust the button settings at "Options" (P.17) under "Controls".
*For controls at the Info Screen, refer to the control guide found at the bottom of the screen.
*To turn on/off the vibration function go to "Options" , "Controls" , "Vibration" or press the △ button in either the Battle Preparation Screen or Info Screen.
*Pressing the START and SELECT buttons together will take you back to the Main Menu.
*The R3 button is used by pressing the right analog stick.

□ button — Normal Attack

The most basic attack. The number of sequential attacks your character may execute will depend on your character's growth.

* You can check on the number of combo attacks possible in "Move List".

Dash Attack — □button while running

An attack executed while running. The attack and its effects vary depending on the character and weapon used.

Jump Attack — □button while jumping

Attack the enemy while jumping in the air.

△ button while jumping — Jump Charge Attack

Delivers a powerful attack to enemies on the ground while you are in the air. It also works against enemies that have been knocked down.

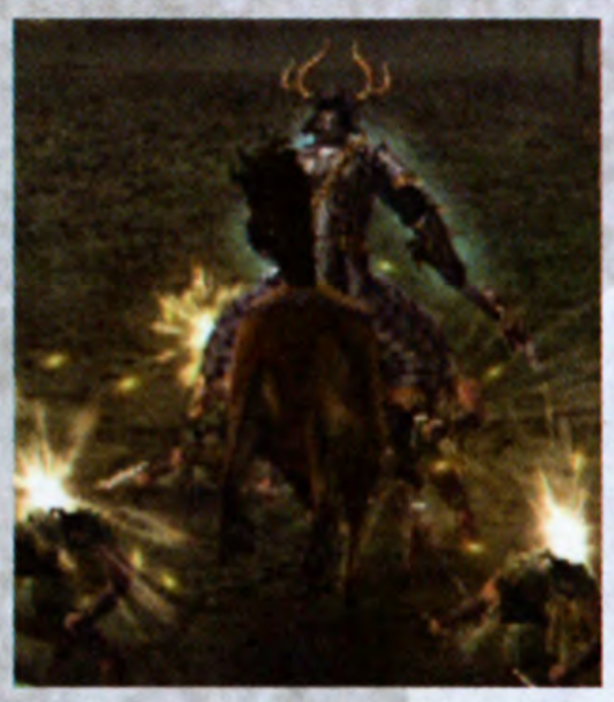
□ button/△ button while on a horse — Mounted Attack

Attack from atop a horse. The □button is a Normal Attack, while the △ button will cause the horse to stomp on the enemy.

*Pressing the ○ button when your Musou Gauge is full will allow you to perform a Musou Attack while mounted on your horse (P.10).

Various Mounted Attacks

Mounted attacks will vary between characters. Some characters have several mounted charge attacks.



△ button

□/△ button

△ button

Charge Attack

A powerful attack that is unique to each officer. If you link them together with Charge Attacks, you can perform various combos. Depending on your officer's development, the types of Charge Attacks your officer can use will increase.

*The Charge Attacks you can use are described in the "Move List" (P.09).

□/△ button

□/□/△ button

□/□/□/△ button

Elemental Effects of Weapons

If your weapon has elemental effects (P.23), you may perform special Charge Attacks. The higher the level of the elemental effect, the more powerful the attack.

R1 button Special Attacks

POWER

All characters belong to one of three Attack Categories: "Power," "Speed," and "Technique." Special Attacks use skills that differ depending on the character's Attack Category.

Power Category

R1 button

Press the R1 button to unleash a Power Attack. This will deplete your Musou Gauge by a fixed amount.

*The Musou Gauge must be filled to a certain amount in order to use this attack.

Special Ability of the Power Category

Hyper Armor

While attacking, Power Characters will not be knocked back by Normal or Arrow Attacks.

SPEED

Speed Category

R1 button / left analog stick (directional buttons) + R1 button

Pressing the R1 will perform a "Combination Maneuver" (Maneuver 1) attack.
Another attack can be performed (Maneuver 2) by pressing the R1 button while moving the left analog stick (directional buttons). The Combination Maneuver can be performed during an attack at any time.

R1 button

Maneuver 1

left analog stick (directional buttons) + R1 button

Maneuver 2

Special Abilities of the Speed Category

Aerial Thrust

Pressing the ⊗ button while jumping will allow you to run through the air. Your character will be immune to enemy attacks during this time, making it a great way to evade the enemy.

Aerial Escape

Rather than wait for your character's attack motions to finish, you may cancel them by jumping. This will allow you to carry out other actions swiftly.

TECHNIQUE

Technique Category — R1 button / R1 button following a normal attack

A high speed, powerful Enhanced Strike that depletes your Musou Gauge. This attack is used by replacing the △ button in a sequential Charge Attack with the R1 button to deliver an enhanced version of the Charge Attack. Further, each character has a certain sequential combination that will unleash a unique and powerful new attack.

The △ button marked with an asterisk (*) on the Move List indicates where in the sequence the △ button needs to be replaced with the R1 button in order to unleash the unique Enhanced Strike attack.

Special Abilities of the Technique Category

Critical Hit

Heavy damage is inflicted if you land a Charge Attack or Enhanced Strike on an enemy that is in mid-air.

Counter Strike

Pressing the R1 button while being attacked will deliver a powerful counter strike (uses Musou Gauge).

Check the Move List

The number of consecutive Normal Attacks and the types of Charge Attacks/ Special Attacks will depend on your character's level and Attack Category. You can check which moves are executable in the Move List. You can select Move List from "Team Info" in any of the Camp, Battle Preparation or Info Screens.

◎ button when the Musou Gauge is full — Musou Attack

Pressing the ◎ button when the Musou Gauge is full will perform a powerful attack that varies according to character. The attack will continue for as long as the ◎ button is held down, until the Musou Gauge runs out. Any character performing a Musou Attack is invincible for its duration.

*There are four ways to fill up the Musou Gauge: press and hold down the ◎ button, find items "Wine" or "Elixir", take damage from enemy attacks or recuperate while another warrior fights.

True Musou Attack

This powerful move will be activated if you press the ◎ button while your Life Meter is in the red. Your attacks will be imbued with a fire element, causing even more damage.

Double Musou Attack

When you see an electric bond appear between you and your partner and perform a Musou Attack at the same time, an even more powerful version of the attack is executed. The attack will be imbued with a fire element.

The difference in Musou Attacks

Here are the differences between the Musou Attacks performed by characters from "Dynasty Warriors" and "Samurai Warriors":

Dynasty Warriors	Samurai Warriors
●The Musou Attack lasts for as long as the ◎ button is pressed.	●The Musou Attack lasts for as long as the ◎ button is pressed.
●Releasing the button will end the attack.	●Releasing the button will allow you to take any action you like.
●The Musou Gauge will stop depleting the moment the button is released.	●The Musou Attack will continue until the Musou Gauge is fully depleted.

Team Actions

You can perform special moves by using the resting characters in your three-man team.

Musou Chain

When you initiate a Musou Attack by pressing the ○ button and have a teammate whose Musou Gauge is full, you can perform a Musou Chain by pressing the L2 button or R2 button during your Musou Attack. Depending on the composition of your team, elemental features may be added to your attacks. You may continue the attacks for up to three characters.

TEAM	Added Property
Two or more Power category characters	Multi (doubles appear)
Two or more Speed category characters	Agility (increases attack speed)
Two or more Technique category characters	Drain (absorbs enemy life)
One character of each attack category	Flash (enemy guard is nullified)

Triple Attack

Pressing the L2 button and R2 button together when your character's Life Gauge is red and when your Musou Gauge is completely full will allow you to perform a Triple Attack, in which all three characters will attack at once. This will empty the active character's Musou Gauge.

Support Attack

When one or both waiting characters have a full Musou Gauge, you can press the L1 button together with the □ button or △ button while you are being attacked. This will call a waiting character to your aid. The □ button will summon the waiting character on the left and the △ button will summon the one on the right. Performing the Support Attack will use up some of the Musou Gauge of the waiting character involved.

In these situations...

Stunned

If you are hit with an enemy attack and stunned, rapidly press the L1/R1 buttons or the ○/△/□/✕ button to recover more quickly.

Weapon Deadlocks

If you are caught in a weapon deadlock, rapidly press the □ button. If you win, the enemy will be temporarily stunned, but if you lose, your Musou Gauge will be emptied.

Preparing for Battle

- How to Start-

1. Insert the game disc into the PlayStation®2 system and insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.

2. Pressing the START button during the opening movie or at the Title Screen will bring up the Main Menu.

*This game requires a memory card (8MB)(for PlayStation®2) in order to save game data. At least 280KB of free space are required to save.

Saving/Loading Data

Save

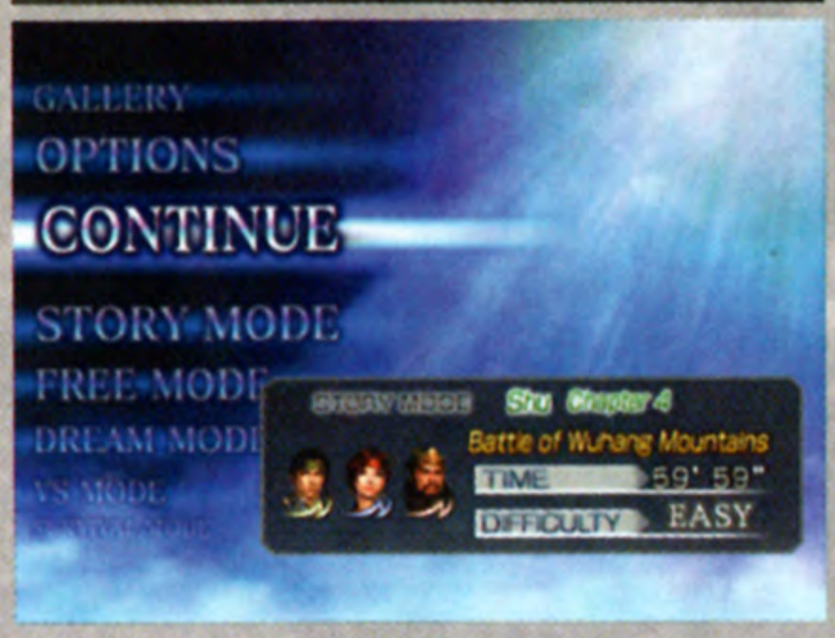
You can save your progress after the results screen is shown after clearing a scenario. You can also save at the Camp Screen (P.20). Saved character development data can be used in Story, Free and Dream Modes.

Saving During Battle

Pressing the START button during battle will bring up the Info Screen (p.29). Select "Interim Save". You can continue playing after you have saved your game.

*If you save again, your previous save will be overwritten.

*Your interim save data will be erased after you have cleared the scenario.



Load

Select Story Mode from the Main Menu and choose the story and scenario. If you have interim save data, select Continue in the Main Menu.

If you have "Warriors Orochi" data...

If you start up the game with a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 containing "Warriors Orochi" data, your characters will be given their first Ability.

*If you have already created data from "Warriors Orochi 2", this feature will not be available.

Main Menu

Select a Mode.

Story Mode

You will be given a scenario to play based on the force you choose (p.18).
You will be able to change your characters for every scenario (p.20).
Clearing a scenario will lead to the next one. The number of characters you can choose from will increase.

FORCE	CHARACTERS AVAILABLE FROM THE START
Shu	Liu Bei, Guan Yu, Zhang Fei, Sun Shang Xiang, Xing Cai, Hanzō Hattori, Yoshimoto Imagawa, Tadakatsu Honda, Ina, Ieyasu Tokugawa
Wei	Cao Cao, Dian Wei, Zhang He, Kunoichi, Nu Wa
Wu	Sun Jian, Sun Quan, Huang Gai, Zhou Tai, Ling Tong, Okuni, Ranmaru Mori, Ginchiyo Tachibana, Motochika Chōsokabe
Samurai	Sakon Shima, Huang Zhong, Xu Huang, Guan Ping, Yoshihiro Shimazu, Musashi Miyamoto
Orochi	Orochi, Da Ji, Dong Zhuo

Free Mode

You can play any scenario with any character you like.
You may choose from any of the scenarios you have cleared and use any characters unlocked in Story Mode.
Your character's growth will be reflected in Story, Free and Dream Modes.

Strengthen your characters in Free Mode!

Your character's growth will be reflected in Story, Free and Dream Modes. If you encounter any difficulties clearing a scenario in Story or Dream Modes, try playing an easier scenario in Free Mode. You can earn Growth Points (p.33), increase your team members' levels and also improve your weapons.

Basic game flow, Battle Screen and Information Screen are the same as in Story Mode.

As in Story Mode, you will receive Growth Points and weapons after clearing a scenario.

Dream Mode

Play scenarios composed of match-ups you could only dream of.
The characters you can use depend on the scenario you choose to play.
Winning conditions will depend on the scenario.
Fulfilling certain conditions in Story, Free and Dream Modes will unlock new scenarios.

Rules in Dream Mode

- Character and weapon data are all shared with Story and Free Modes.
- Team members are fixed according to scenario.

VS Mode

You can play against another player. There are four game types you can choose from.

Rules in VS Mode

- Character and weapon data are fixed.
- Normal Attacks and Charge Attacks are enabled.
- Musou Gauges will gradually fill without having to switch characters (except in Steeplechase).

Tag Team

A 3-on-3 battle featuring free character changes. Reduce your opponent's Life Gauge to zero or knock them out of the arena to win. Strafing will allow you to move your character further or closer to the screen. Team members do not regenerate Life while they are on standby.
The walls of the arena may break if attacked or if someone is knocked into them.

Elimination

The same rules used in Tag Team apply except you cannot switch characters (this is done automatically whenever the character you are using is defeated). Support and Triple Attacks may not be performed.
The winning character's Life Gauge will replenish slightly before moving on to the next battle. Victory is achieved by reducing all of the opposing team members' Life Gauges to zero or knocking them all out of the arena.

Tower

Knock as many opponents as possible out of the arena within the time limit. You will be awarded points for every opponent knocked out of the arena.
It becomes easier for you to get knocked away if your Life Gauge decreases but you will not be defeated. If you fall off, you will be able to start again.
Player 1's opponents will have red Life Gauges while Player 2's are green.

Steeplechase

Try to outrun your opponent while mounted on horseback. The type of horse you ride will depend on what Attack Category you have. You will not be able to dismount or use your weapons to attack.
You will need to avoid obstacles and items that may cause you to slow down.
You will change team members when you complete a lap. You can also jump (△ button) over obstacles.

Survival Mode

A one player game in which you must survive against an endless stream of enemies.
The rules are the same as Tag Team (p.14).
The enemy will become stronger as you win battles.
You will be given Growth Points depending on the number of victories you achieve (p.33).

Rules in Survival Mode

- **Character and weapon data are fixed.**
- **Normal Attacks and Charge Attacks are enabled.**
- **Life Gauge will replenish a little after defeating the opposing team.**

Use Items in VS Mode

Items appear in Tower and Steeplechase. Press the L3 button to use the items you have picked up. If you already possess an item, you will not be able to pick up any new items until you use the one you have.

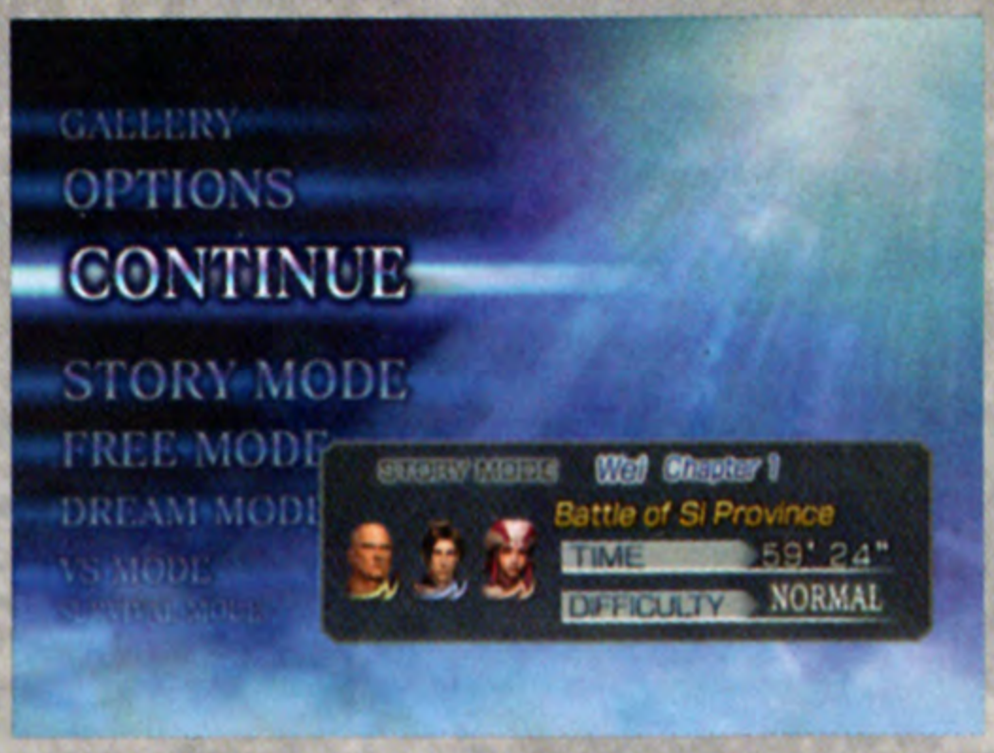
*Press down on the left analog stick to use the L3 button.
*Certain items are only available in Tower or in Steeplechase.

	Broken Sword	Tower	Your opponent is unable to attack or use items for 5 seconds.
	Arrow	Steeple-chase	Allows you to fire arrows at your opponent.
	Homing Arrow	Steeple-chase	Allows you to fire homing arrows at your opponent.
	Lightning Bolt	Both	Tower: Stuns your opponent. Steeplechase: Slows your opponent's horse.
	Emperor's Armor	Both	Tower: You will become invincible for 10 seconds. Any enemies or opponents who touch you will be knocked away (you will still receive effects from items). Steeplechase: Your horse will be immune to arrow attacks for 10 seconds.
	Horseshoe	Steeple-chase	Your horse's speed will increase for 3 seconds.
	Broken Wing	Both	Your opponent will not be able to jump for 10 seconds.
	Shackles	Steeple-chase	Your opponent's horse will slow down for 3 seconds.
	Musou Scales	Tower	Takes away what is in your opponent's Musou Gauge and fills yours.
	Clay Soldier	Both	Tower: You will become invisible for 10 seconds. Your entire army will become immune to enemy attacks (you will still receive effects from items). Steeplechase: Your horse will be immune to arrow attacks for 10 seconds.
	Golden Hammer	Tower	You will be able to knock away your enemies and opponents even further for 15 seconds.

Gallery

You can view information on officers or weapons, and also watch movies.

Backgrounds	Select a design and press the ◎ button to set it as your background. The number of backgrounds will increase as you progress through the game.
Weapons	View weapons you have acquired throughout the game.
Movies	View movies you unlocked during the game.
Treasure Guide	Take a look at hints to acquire more treasure (P.22).



Continue

You can resume where you left off. Go to Interim Save in any of the Story, Free or Dream Modes to load your game.

2 Players

2 Players can play together in any of the Story, Free or Dream Modes. Player 2 simply has to press the START button when "2P PRESS START" appears in the upper-right hand corner of the screen.

Options

Adjust your game settings.

Settings	Life	Display life gauges [ON / OFF]
	Events	Display in-game events [ON / OFF]
Controller	Vibration	Toggle vibration function [ON / OFF]
	Camera (Vertical)	Choose which direction you want the camera to face when using the right analog stick. [STANDARD / INVERSE] [INVERSE] will point the camera downward when pressing up.
	Camera (Horizontal)	Choose which direction you want the camera to face when using the right analog stick. [STANDARD / INVERSE] [INVERSE] will point the camera right when pressing left.
	Button Settings	Change the button settings for your controller.
Sound	System	Select sound setup [Dolby® Digital Pro Logic ® II / Dolby® Pro Logic® II / Stereo / Mono].
	BGM	Adjust the volume of the background music [16 levels].
	Effects	Adjust the volume of the sound effects [16 levels].
	Voice	Adjust the volume of the voice [16 levels].
	Sound Test	Play back music from within the game.
Officer Reset	Resets the abilities of selected characters to their default settings.	
Save / Load	Save and load game data.	

Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the console configuration Menu.

● Setting up Dolby® Digital Pro Logic® II

If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

● Setting up Dolby® Pro Logic® II

If you have a sound system with Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable and select "Dolby Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

*This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "autodetect" feature.

Battle

- How to Play -

Flow of the Game

The following is the general flow of Story Mode:

1 Story Select

Select a story from Shu, Wei, Wu, Samurai or Orochi. Each force will have its own unique story line.

2 Camp Screen

Select 3 team members (the characters you will use). You can switch between team members during battle. Equip weapons, abilities, allocate growth points and fuse weapons at the camp.

P.20

3 Scenario Select

Choose a scenario to play.

4 Difficulty Settings

Choose from EASY, NORMAL, HARD and CHAOS.

*You cannot change this setting during battle.

Game Rules (Winning and losing conditions)

WINNING CONDITIONS

Clear all of the conditions set in the scenario.

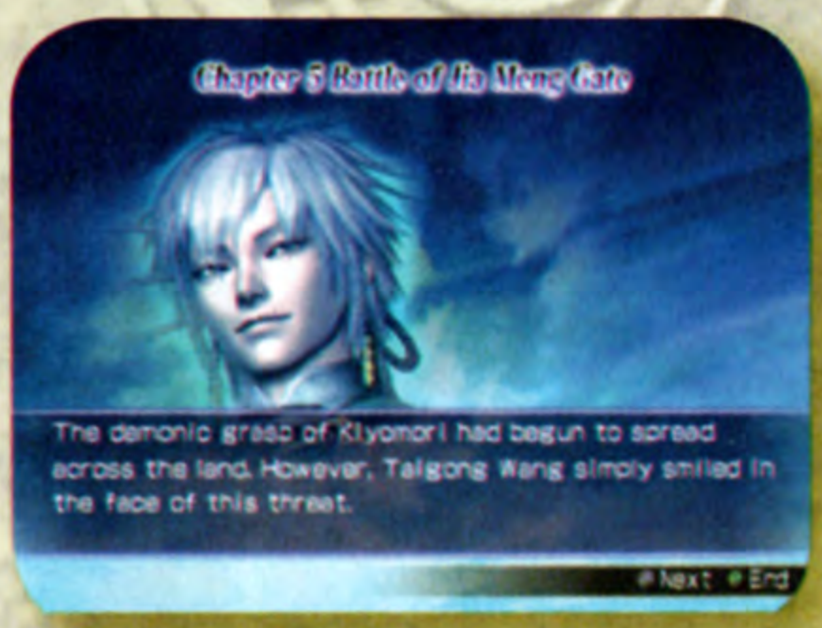
LOSING CONDITIONS

Meeting any of these conditions will result in losing the mission and going back to the Main Menu.

- Your Life Gauge reaches zero (in a 2 player game, if one person is defeated).
- You fulfill the losing conditions defined in the scenario.
- You run out of time.

5 Scenario Overview

Take a look at the scenario overview. There may be hints hidden in the overview so pay close attention to what it says.



P.25

6 Pre-battle Screen

Here, you can check on battlefield and troop information. Be sure to confirm the conditions for victory and defeat.

P.26

7 Battle

Try to fulfill the victory conditions using your team members (p.28).
Pay close attention to what your allies have to say and fight your way to victory.

Defeat the Base Captains!

Defeat the Base Captains as quickly as possible. This will prevent the enemy from calling in reinforcements.

8 Character Growth

Your character will level up once you accumulate enough Experience Points. Defeating many enemies will also increase your Proficiency, and fulfilling certain conditions will earn you special Abilities.

P.30

9 Victory!

The scenario is cleared if you fulfill the victory conditions. Move on to the next scenario after you have checked your battle results. (P.33)

P.33

Watch out for enemy tactics!

The enemy's fire and poison attacks can be deadly. Listen to your allies and do whatever you can to defeat them as quickly as possible.

Camp Screen

You will be taken to the Camp Screen after you have selected a scenario.

CAMP MENU	DETAILS
Change Character	Change your team members (the characters you will control).
Weapon	Change the weapons your team members have equipped.
Abilities	Change the abilities your team members have equipped.
Character Growth	Allocate Growth Points to your characters.
Customize Weapon	Use treasures and upgrade your weapons or fuse two weapons to create a more powerful one.
Team Info	Confirm information on team members.
Tutorial	Watch the tutorial.
Save	Save your game.
Next	Proceed to the Pre-battle Screen.

Change Character

Change your team members (the characters you will control).
A team will consist of 3 characters. Choose which characters you want for your team.

Weapon

Change the weapons your team members have equipped.
Although a weapon may have the same name, its attributes may make it stronger than usual.

*You can acquire new weapons from treasure boxes during battle (p.32).

*Upgrading or fusing two weapons together will create powerful weapons (p.22).

How to acquire powerful weapons

You can increase your chances of finding powerful weapons by equipping the "Karma" skill (p.21). Setting the difficulty level to "Hard" or "Chaos" will also increase the chances of finding powerful weapons.

Abilities

Here you can set your Abilities. You may equip up to 7 Abilities.
The equipped Abilities will apply to all of your team members.

*You can acquire new Abilities by fulfilling certain conditions during battle (p.31).

*If you acquire an Ability that is already acquired by another character, that Ability will increase in strength and become more powerful.

List of Abilities

ABILITY	MAX	DETAILS
Vitality	20	Increases the maximum level of your Life Gauge.
Focus	20	Increases the maximum level of your Musou Gauge.
Potency	20	Increases your Attack.
Fortitude	20	Increases your Defense.
Impulse	20	Increases your Speed.
Cavalier	15	Increases Attack and Defense when mounted. Enables you to begin a battle on horseback.
Karma	15	Increases your luck.
Power	20	Strengthens Attack of Power Category characters.
Speed	20	Strengthens Attack of Speed Category characters.
Technique	20	Strengthens Attack of Technique Category characters.
Boost	20	Strengthens Charge Attack.
Awakening	20	Strengthens attacks which use up the Musou Gauge.
Acclaim	20	Increases EXP Points acquired.
Recuperate	15	Increases the speed with which the Musou Gauges of your inactive characters fill.
Conserve	15	Decreases the rate at which your Musou Gauge is depleted.
Adrenalin	15	Life is recovered when a certain number of consecutive attacks are successfully executed.
Recover	15	Life Gauge gradually refills.
Refill	15	Musou Gauge gradually refills.

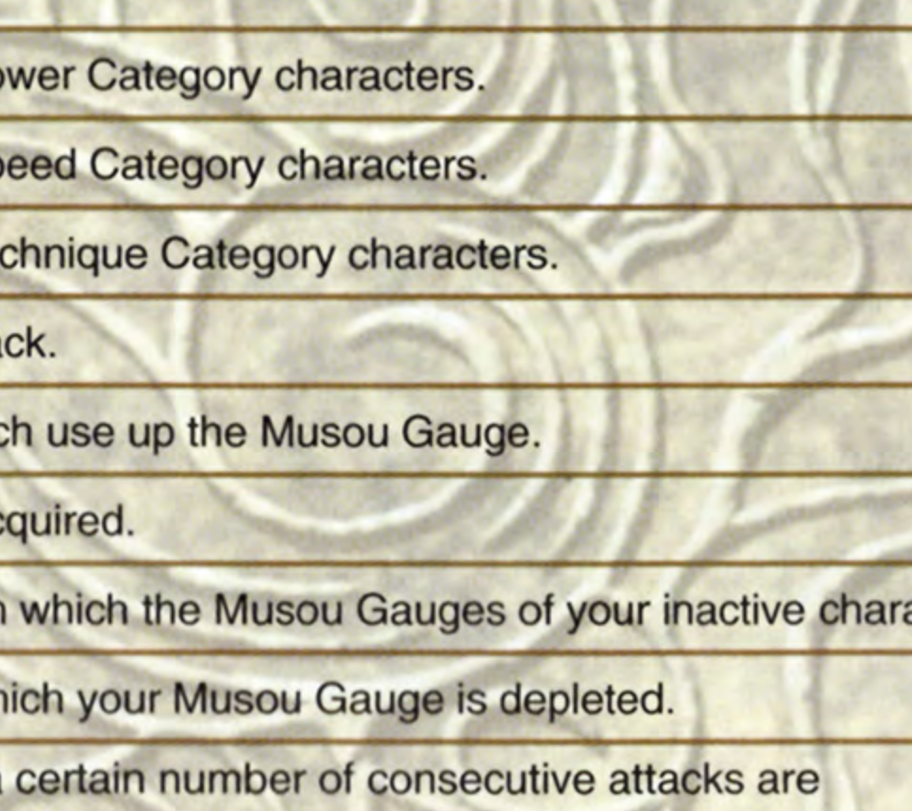
Character Growth

Allocate Growth Points to your characters (p.33).
The character will gain a level once the gauge reaches the maximum, increasing basic abilities (Life Gauge maximum, Musou Gauge maximum, attack strength, defense strength and speed).

*Growth Points will increase depending on the amount of experience points you have earned.

*Level 99 is the maximum level.

*Once used, Growth Points cannot be reallocated.



Customize Weapon

Strengthen your weapons by upgrading them or fusing 2 weapons together.

Upgrade Skills

Strengthening your weapons with treasures will allow you to create Upgrade Skills.
You can find treasures in leather bags in Story and Free Modes (p.32). You can find hints on how to find these in Treasure Guide in the Gallery. It is also selectable from the Pre-battle Screen under Treasure Guide (p.25).

1. Select Upgrade Skill	If you have the necessary treasure, Upgrade Skill will light up. *Pressing the △ button will show you what treasure you have.
2. Select character	Choose a character that possesses a weapon that has the necessary elemental effects.
3. Select source weapon	Choose the weapon you want to use as a source weapon to create the Upgrade Skill. The weapon will disappear after the skill is made but the treasure will not.
4. Upgrade Skill created.	The new skill is now ready to be applied to another weapon.

Weapon Fusion

Strengthen your weapon by fusing 2 together. This will use up your Growth Points. The “+1”, “+2” that appears after the weapon name indicates the additional attack strength it has.

*Weapon fusions cannot be done if you do not own a fusible weapon or if you do not have enough Growth Points.

1. Select character	Choose an officer whose weapons you wish to fuse.
2. Select base weapon	Choose the weapon you want to upgrade.
3. Select weapon be fused	Choose weapon you wish to fuse. The weapon will disappear after the fusion process.
4. Select fusion effect	Select the fusion effect you wish to have. Fusion effects will depend on the weapon. You will need to use a certain number of Growth Points to complete the upgrade. *Effects are limited to the number of blank (black) slots available. *If you select an effect you already have, the amount of that effect will be increased. *If you wish to add an Upgrade Skill, you can switch categories by pressing left or right on the directional buttons.
5. Upgrade complete	The results of the fusion process will be displayed. To equip the weapon, go to Weapon at the Camp Screen.

Weapon Upgrade

This will fuse the Upgrade Skills you have created to your weapon. You can add up to 3 (blue slots). The effects of this upgrade will only be valid for the character that equips it.

*The skill will disappear after you have fused it with your weapon.

List of Upgrade Skills

SKILL	DETAILS
Guile	Duration of power-up items increased (p.32).
Iron Will	Attack strength doubled when Life Gauge is red after getting up from an attack.
Acrobatics	Easier to do flips (p.04).
Nutrition	Peaches appear more frequently after defeating an enemy (p.32).
Firepower	Arrow and missile attack strength increases.
Verity	Can perform Musou attacks without Life Gauge in the red (p.10).
Teamwork	Can perform Triple Attacks without Life Gauge in the red (p.11).
Evasion	Reduces damage taken.
Stability	Can perform Charge Attacks without getting stunned when attacked by the enemy.
Highflier	Can jump while in the middle of a Charge Attack.
Resolve	Retain balance when attacked by arrows or missile attacks.
Synergy	Can perform Support Attacks even when your team members' Musou Gauges are half-full (P.11).
Supremacy	Musou Gauge replenishes over time.
Revival	Your Life Gauge will be fully replenished once during the battle if it reaches zero.
Almighty	Your attacks will have elemental effects when your Musou Gauge is full (P.07).

Weapon Effects

EFFECT	DETAIL
Flame	The enemy is engulfed in flames, continually taking damage.
Ice	The enemy is temporarily frozen, unable to move.
Bolt	The surrounding area is electrocuted, damaging any nearby enemies.
Flash	Nullifies the enemy's guard, inflicting damage.
Slay	Increases the possibility of defeating enemy soldiers in one blow. Enemy officers will take an amount of damage relative to their current amount of life.
Drain	Absorb life from the enemy you inflict damage on.
Absorb	Absorb Musou from the enemy you inflict damage on.
Air	Attack strength increased against enemies in the air.
Brave	Attack strength increased against enemy officers.
Range	Range of attack increases.
Multi	Doubles of your character will appear when you attack.
Agility	Attack faster.
Might	Attack strength is increased.
Rage	The lower your life, the stronger your attacks become.

Team Information

You can see information on your team.
Detailed information will appear when you select a character. Pressing the ◎ button will change the model (This cannot be done in the Pre-battle Screen (P.25) or the Info Screen (P.29)).

TEAM INFO MENU	DETAILS
Ability Acquisition	Check to see what the requirements are for acquiring Abilities.
Strategy Info	Check to see what strategies your characters can use (p.28).
Move List	Check to see how many consecutive Normal Attacks, and what Charge Attacks / Special Attacks the character can do.
Game Controls	Check the controls.

Attack Type

3 types, Power (PWR), Speed (SPD) and Technique (TEC).

Level

Maximum 99. Increases by 1 whenever the EXP points gauge is filled.

Model

Press the ◎ button to change the model. You can also do this when selecting team members at the Character Select screen (p.20).

EXP (Experience)	Level increases by 1 when the gauge is full.
Life	The game is over when this reaches zero. Life can be recovered wit items (p.32).
Musou	This is depleted whenever a Musou Attack is performed. Replenish it with items.
Attack	The higher this is, the more damage is dealt to the enemy.
Defense	The higher this is, the less damage you receive from the enemy.
Speed	The higher this is, the more agile you are, and the higher you can jump.
Proficiency	This indicates how skilled your character is (P.31). The higher this is, the less damage you receive from enemy attacks. Maximum of 50.

Pre-battle Screen

The Pre-battle Screen will appear after the scenario is chosen and the details are shown.

*Pressing the ◎ button will allow you to change the settings.

CATEGORIES	DETAILS
Weapon	Choose what weapons you would like your characters to equip.
Abilities	Change the Abilities of your team members.
Team Info	Check your team members.
Conditions	Confirm the victory conditions for the scenario. Conditions change from scenario to scenario.
Officers	Check both enemy and ally information.
Treasure Guide	You can see hints on how to find treasures (only for scenarios where treasures exist).
2P Quit	Allows Player 2 to leave the game and Player 1 to continue playing.
Fight	Begin the battle.

- Player
- Horse
- Allied forces
- Enemy forces
- Third-party forces
- Allied base
- Enemy base
- Third-party base

How to view the battle map

How to View the Battle Screen

The Battle Screen will be displayed when commencing battle. Pressing the START button will bring up the Info Screen (P.29).

Enemy officer information

Name and Life Gauge of the enemy officer you are fighting.

Number of Combos

Displays the number of combos you have so far.

Recuperating Characters

Displays your team members who are recuperating and waiting to fight.
Pressing the L2 / R2 buttons will allow you to switch between them.

EXP Gauge

Displays your character's EXP. Increases when you defeat an enemy or acquire an EXP item (p.32).
When full, your character's level increases by 1 and the EXP Gauge resets to zero.

Power-up Indicators

Indicators light up when your abilities temporarily increase.

Attack x2 Defense x2 Maximum Speed Full Musou Gauge

Musou Gauge

When full, you can perform a Musou Attack. Breaks in the gauge show the amount of Musou used by a Special Attack (p.08). Use the L2 / R2 buttons to switch characters and enable waiting characters to restore their Musou Gauges.

Life Gauge

Displays your character's Life. Decreases and changes color as you suffer damage. The game is over when this gauge reaches zero. Use the L2 / R2 buttons to switch characters and allow the waiting characters to restore their Life Gauges.

Morale

Displays the morale of each army.
(BLUE: Allied army YELLOW: Third-party army RED: Enemy army).

Morale will change according to battle conditions. The higher the morale, the higher the soldiers' abilities become.

Time Remaining

Game ends when time runs out.

Map

Press the R3 button to toggle between the overview and close-up maps.

	Player
	Horse
	Allied Forces
	Enemy forces
	Third-party forces

*A flashing light around the ● indicates the army's commander.

R3 button

Battle Situation

	Seized / Fallen bases
	Rendezvous with allies achieved
	Rendezvous / alliance disbanded
	Alliance with third-party achieved
	Morale increase / decrease

*Symbols for seized / fallen bases and increased or decreased morale are color-coded: Blue: Allied army , Yellow: Third-party army , Red: Enemy army .

KO Count

Displays the number of enemies defeated.

No Entry Signs

These symbols appear when access is restricted beyond a certain point.

	Player cannot enter
	Player cannot enter on horseback.

2 Player Screen

For 2 Player mode, the screen is divided horizontally.

Team Battle

Three characters make up a team. Press the L2 / R2 button to switch between team members. Allowing your team members to recuperate will replenish their Life and Musou gradually. It is important to alternate between characters so they can gain experience.

Things to watch out for in Team Battle!

- If the character you are using is defeated, the game is over regardless of the status of your other team members.
- Your resting team members will slowly replenish their life and Musou Gauges gradually over time.
- Recovery items (peaches, wine) and power-up items will have effects on your resting team members as well.
- EXP items will only be applied to the character you are currently using.
- Any character growth (level-ups, new skills, skill level increase) will only apply to the character you are currently controlling.

Using Strategies

If the character you are using fulfills certain requirements, you can use a Strategy. This will only occur once during the battle per character.
You can see what these conditions are by accessing Strategy Info after selecting your character from Team Info through the Info Screen.
Strategies will have a tremendous effect on your forces so try to use them effectively.

STRATEGY	EFFECT
Command	Increases your army's morale.
Shield	Increases your commander's defense.
Dance	Replenishes your army's troops and everyone's life.
Volley	Your army's arrow and missile attack strength increases.
Face Off	Reduces the amount of damage taken from enemy officers.

Use Rendezvous and Alliances Effectively

During battle, if you approach an allied force you will achieve a rendezvous. If you approach a third-party army, you will achieve an alliance.

* If you form an alliance after having achieved a rendezvous, the effects will be multiplied.

Rendezvous

While in rendezvous status, your character will gradually recover life. You may only rendezvous with one army. The rendezvous will be over if you stray too far from the army.

*When the rendezvous finishes, this will be indicated in the battle screen (p.27).

Alliance

While allied, your character's Life Gauge will gradually replenish itself. Your allies' (your army and third-party army) morale will increase. If the third-party army is defeated, the alliance is over.

Check the Info Screen

Pressing the START button during a battle will bring up the Info Screen.
You will be able to see team member information, victory conditions, allied and enemy positions and save your game.

*Pressing the ◎ button will allow you to change your settings.

INFORMATION MENU	DETAILS
Team Info	Check the information on your team members (p.24).
Conditions	Check victory conditions.
Officers	Check on both allied and enemy forces.
History	Look through messages that have appeared during battle.
Treasure Guide	Check for hints on finding treasure (only for scenarios that have treasure).
Interim Save	Save the current game.
Quit	End the game and return to the Main Menu.
Resume	Resume where you last saved your game.

Character Growth

Your characters will grow stronger with every battle and can also be strengthened at the Camp.

Leveling Up

When your character accumulates a certain amount of experience points, they will gain a level.
As your character levels up, all base abilities (Life Gauge maximum, Musou Gauge maximum, Attack, Defense and Speed) will increase.
You can earn experience points by defeating enemies during battles and finding items. You can further develop your character by using the Growth Points (p.21) you have accumulated.

*You can always see how many Growth Points you have by checking Team Info from the Info Screen (p.24).

How to Level Up

- Defeat enemy officers and receive items that give you experience points.
- Allocate your Growth Points at the Camp Screen to the characters you wish to level up.

Strengthening Weapons

Picking up treasure boxes during a battle will give everyone on your team a weapon.
You can equip the weapons you acquired at the Camp Screen. If you select Customize Weapon you can add skills or elemental attributes to them (p.22).

How to Strengthen Weapons

- A weapon will be waiting for you at the end of the battle for every treasure box you pick up during battle.
- You can equip the weapon by selecting Weapon in the Camp Screen.
- You can make improvements to weapons by selecting Customize Weapon at the Camp Screen.

Proficiency

Every character has a Proficiency gauge. This Proficiency gauge increases as you defeat enemy officers and soldiers (1 enemy officer is equal to 100 soldiers). The higher your Proficiency, the less damage you receive from enemy attacks.

*Proficiency will only increase for the character you are using. No matter how many enemies you defeat, your other team members will not receive any Proficiency points.

*You can check on your Proficiency by going to Team Info from the Info Screen (p.24).

How to gain Proficiency

- Defeat as many enemies as possible during battle.

Acquiring Abilities

There are certain special Abilities your character can acquire.
You will acquire Abilities if you meet the conditions during battle.
You can equip the new Abilities by going to Abilities from either the Camp Screen or Pre-battle Screen (p.21).
You can equip Abilities that were acquired by other characters that are not your team members as well.
Once equipped, the Abilities will be applied to everyone on your team.

*The conditions can be seen in Team Info (p.24) under Ability Acquisition.

How to gain Abilities

- Fulfill the necessary conditions during battle.
- If you acquire an Ability that is already equipped by another character, that Ability will increase in level and become even more powerful.

What are some good Abilities?

"Cavalier" will allow you to start a battle mounted on a horse. The higher the level of the ability, the more powerful the horse. "Fortitude" will protect you from enemy officers, preventing you from being defeated. For those who want to acquire powerful weapons quickly, equip "Karma."

Items

Items can refill your Life or Musou Gauges or temporarily enhance your skills. These items may appear when you defeat enemies or destroy wooden crates or urns.

Recovery Items

Affect all team members

Peach
Life +50

Whole Chicken
Life +400

2 Peaches
Life +100

Wine
Fills Musou Gauge to the max.

Meat
Life +200

Elixir
Fills both Life and Musou Gauges to the max.

Temporary Ability Boosters

Affect all team members

War God's Axe
For 30 seconds, all team members' Attack strength doubles.

Winged Boots
For 30 seconds, all team members' Speed increases to maximum.

War God's Armor
For 30 seconds, all team members' Defense strength doubles.

Imperial Seal
Unlimited Musou Attacks for 10 seconds. Waiting characters' Musou Gauges will increase by 200.

EXP Items

Affect only active character

Small Scroll
EXP +150

Medium Scroll
EXP + 300

Large Scroll
EXP + 600

Other Items

Items acquired can be equipped after the battle.

Treasure Box
Contains weapons for all three team members.

Leather Bag
Contains treasure.

Results Screen

This screen will show you the number of EXP, Abilities and Items gained.

New Characters

New characters usually appear after you win a battle.

Acquiring Growth Points

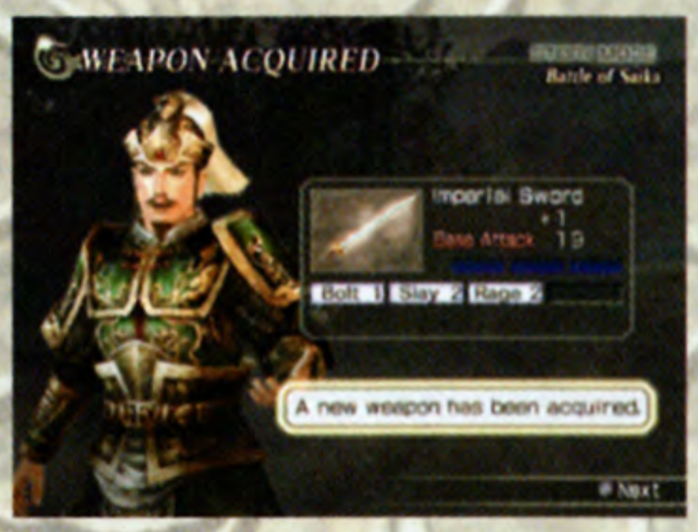
You will be awarded Growth Points based on how many experience points you acquired. You can use the Growth Points to level up characters and customize your weapons.

Acquiring Abilities

You will be shown what Abilities you acquired during the battle. You can use them from the next battle.

Acquiring Weapons

If you win a battle and have picked up some treasure boxes, you will be given a weapon. Up to 8 weapons can be held by each character. When you acquire your ninth weapon, you will have to decide which weapon to discard.



Acquiring Treasure

Finding leather bags during battle will later allow you to upgrade your weapons (p.22).

New Scenarios

New scenarios will become unlocked as you win battles.

The Warriors - Introducing the Characters -

Shu

Zhao Yun
Master spearman and loyal retainer of Liu Bei — TEC

Guan Yu
The unfaltering war god — PWR

Zhang Fei
The warrior worth a thousand warriors — PWR

Zhuge Liang
The divinely inspired strategist — TEC

Ma Chao
The defender of justice — PWR

Huang Zhong
The wise old bowman — TEC

Jiang Wei
The heir to a new era — SPD

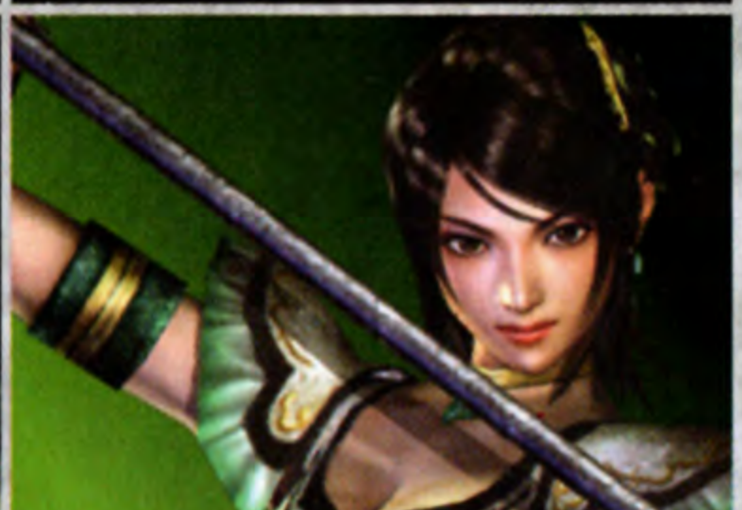
Wei Yan
The beast of destruction — SPD

Liu Bei
The champion of virtue and good will — TEC

Pang Tong
The fledgling phoenix — SPD

Yue Ying
The wind that rises with the dragon — TEC

Guan Ping
The son of the war god — PWR

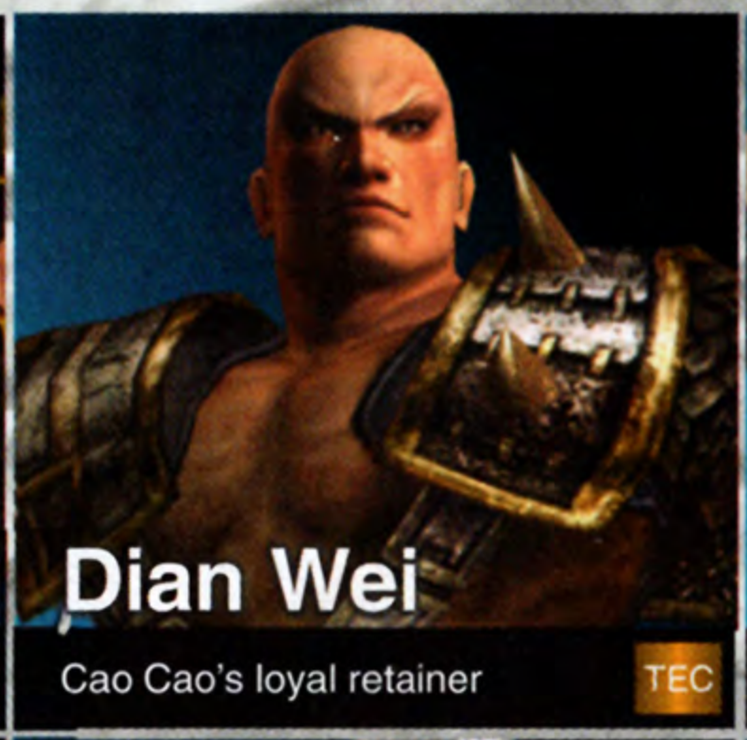


Xing Cai
The brilliant star — SPD

*Shu, Wei, Wu, Samurai and Orochi are the force names found in Change Character (p.20).
* PWR , SPD and TEC are the different Attack Categories. Special moves can be executed based on these (P.08).

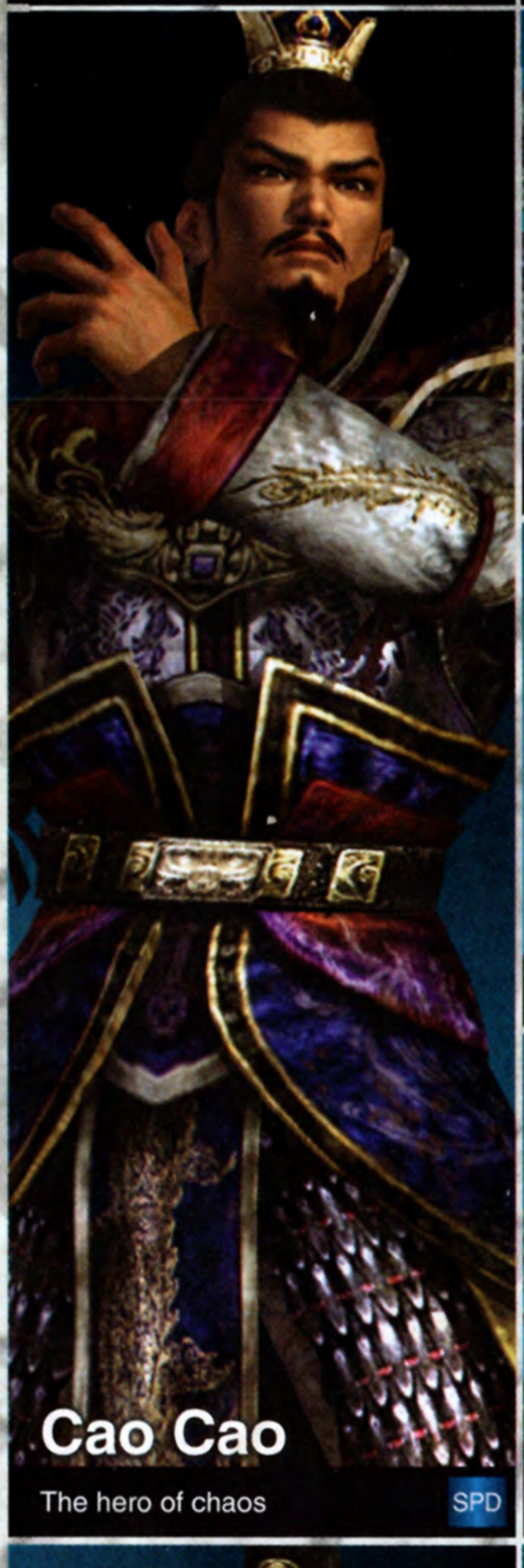
Wei

Xiahou Dun
The one-eyed visionary — SPD



Dian Wei
Cao Cao's loyal retainer — TEC

Xu Zhu
Heart of a child, power of a demon — PWR



Cao Cao
The hero of chaos — SPD

Xiahou Yuan
Fearless bowman — PWR

Zhang Liao
The fledgling dragon — PWR

Sima Yi
Grand preceptor — SPD

Xu Huang
Pursuer of strength — TEC

Zhang He
The poet of battle — SPD

Zhen Ji
The deadly and beautiful wife of Cao Pi — SPD

Cao Ren
The soul of peace, the body of war — TEC

Cao Pi
The new emperor — TEC

Pang De
Soldier of undying loyalty — PWR

Wu

Zhou Yu

Brave and loyal friend of Sun Ce — TEC

Lu Xun

Young master of tactics — TEC

Taishi Ci

The warrior of steadfast loyalty — SPD

Sun Shang Xiang

Brave daughter of Sun Jian — SPD

Sun Jian

The tiger of Jiang Dong — SPD

Sun Quan

The hope of a new era — PWR

Lu Meng

Magnificent warrior and scholar — SPD

Gan Ning

The infamous short-tempered ex-pirate — SPD

Huang Gai

Loyal retainer of the Wu — PWR

Sun Ce

The little conqueror — PWR

Da Qiao

Wife and supporter of Sun Ce — TEC

Xiao Qiao

Beautiful wife of Zhou Yu — SPD

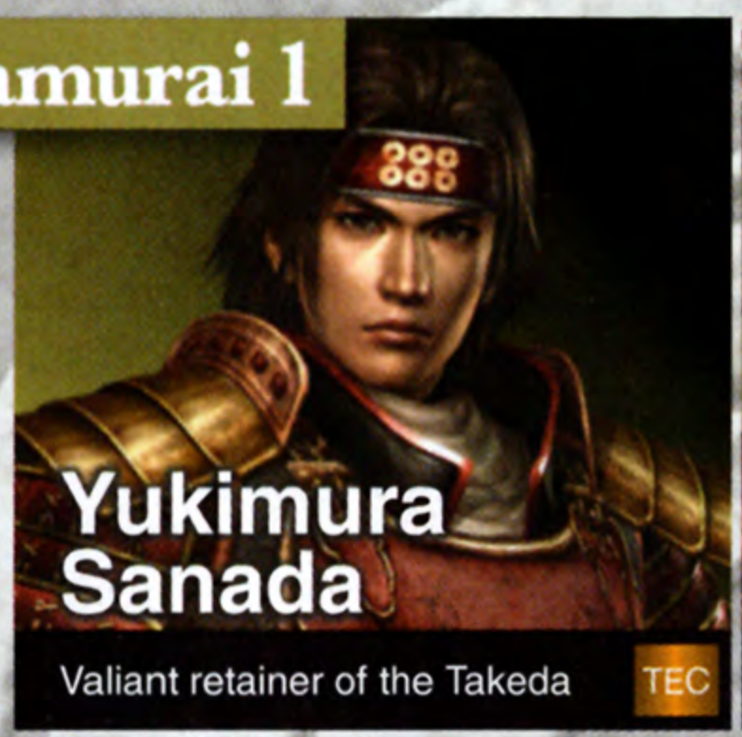
Zhou Tai

Loyal master swordsman — SPD

Ling Tong

Warrior of benevolence — SPD

Samurai 1



Yukimura Sanada

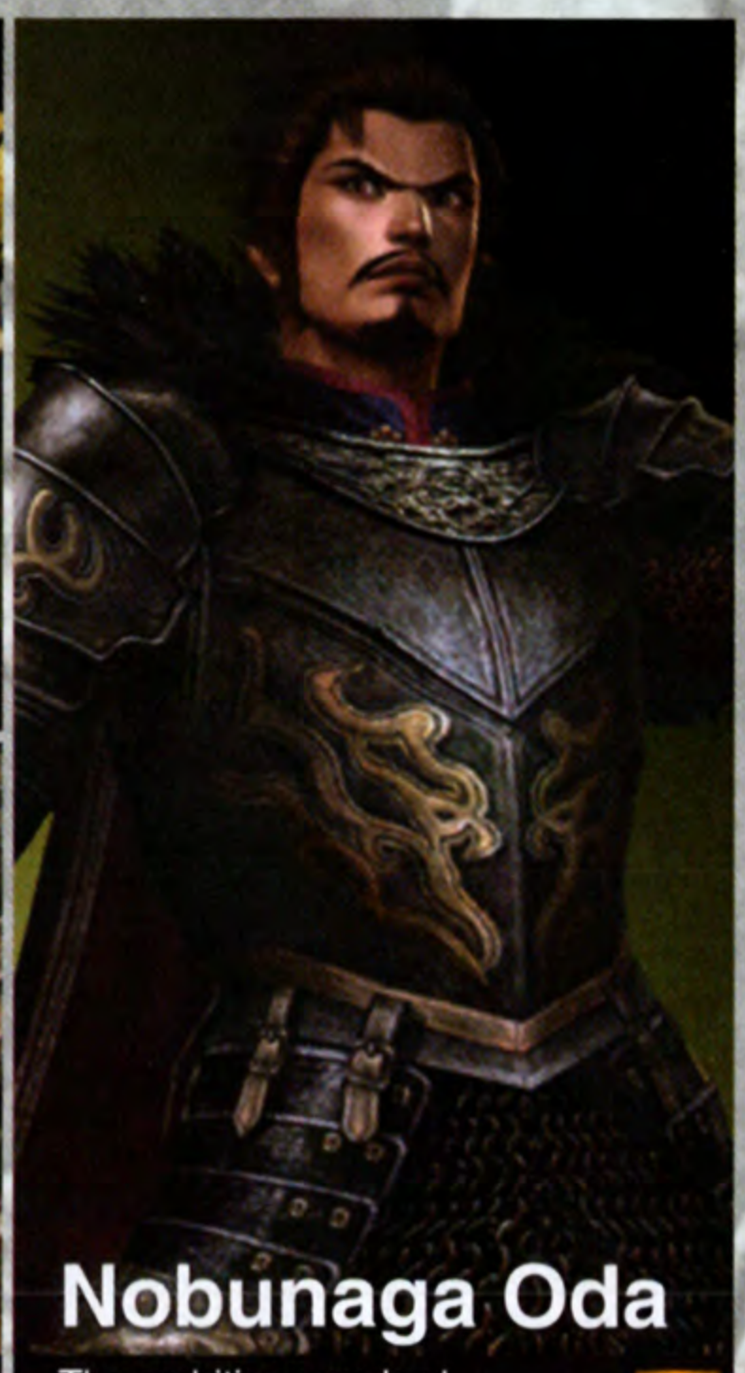
Valiant retainer of the Takeda

TEC

Keiji Maeda

Grand warrior always testing his skills

PWR



Nobunaga Oda

The ambitious warlord demon king

TEC

Mitsuhide Akechi

Brilliant warrior and dreamer of peace

SPD

Goemon Ishikawa

History's greatest thief

PWR

Kenshin Uesugi

The dragon of Echigo

PWR

Oichi

Wife and supporter of Nagamasa

TEC

Okuni

The dancing priestess from Izumo

TEC

Kunoichi

Ninja who served the mighty Takeda and Sanada

PWR

Shingen Takeda

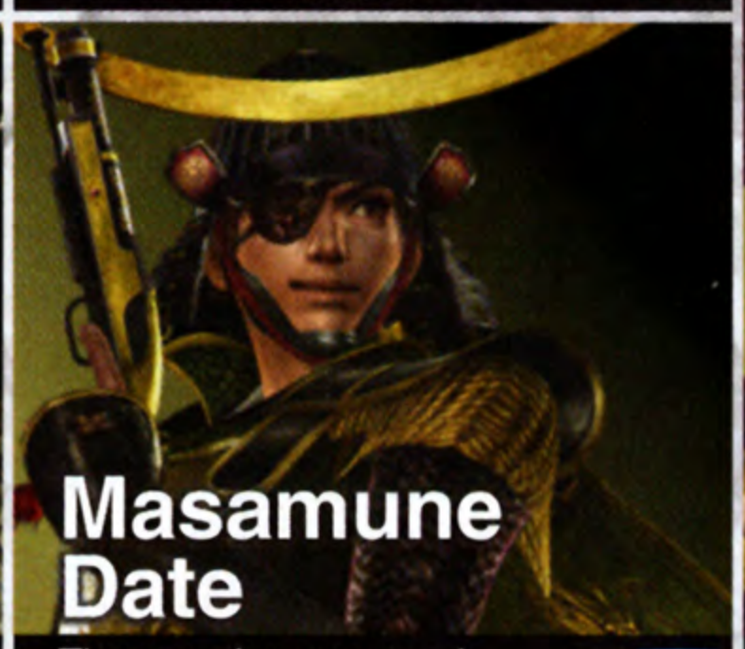
The mighty tiger of Kai

TEC

Magoichi Saika

Master marksman and lover of women

TEC



Masamune Date

The amazing one-eyed dragon

SPD

Samurai 2

Nō

Nobunaga's deadly but beautiful wife — SPD

Hanzō Hattori

Legendary ninja from Iga, protector of Ieyasu — TEC

Ranmaru Mori

Nobunaga's loyal page — PWR

Hideyoshi Toyotomi

The ambitious vassal of Nobunaga — TEC

Yoshimoto Imagawa

Refined warrior skilled at playing kemari — PWR

Tadakatsu Honda

Legendary Tokugawa general — PWR

Ina

Master archer and daughter of Tadakatsu — SPD

Ieyasu Tokugawa

A Mikawa warrior who patiently waited for his chance — PWR

Mitsunari Ishida

Cunning strategist who served Hideyoshi — SPD

Samurai 3

Yoshihiro Shimazu

Great Warrior known as the "Devil Shimazu" — PWR

Nagamasa Azai

The young warrior who prized loyalty over everything — PWR

Sakon Shima

Shingen's faithful strategist — SPD

Ginchiyo Tachibana

Leader of the Tachibana who defied the Shimazu — PWR

Kanetsugu Naoe

A warrior of the Uesugi who championed justice — TEC

Nene

Wife of Hideyoshi and supporter of his men — SPD

Kotarō Fūma

Menacing ninja warrior — SPD

Musashi Miyamoto

Master swordsman always refining his skills — TEC

Toshiie Maeda

Brilliant young warrior inspired by Katsuie — PWR

Motochika Chōsokabe

Legendary warrior from Shikoku — TEC

Gracia

Mischievous daughter of Mitsuhide — SPD

Kojirō Sasaki

Swordsman determined to defeat Musashi — TEC

Other1

Diao Chan

Servant of Dong Zhuo, admirer of Lu Bu — TEC

Lu Bu

Legendary warrior known for his fury — PWR

Katsuie Shibata

Mighty warrior who served the Oda — PWR

Dong Zhuo

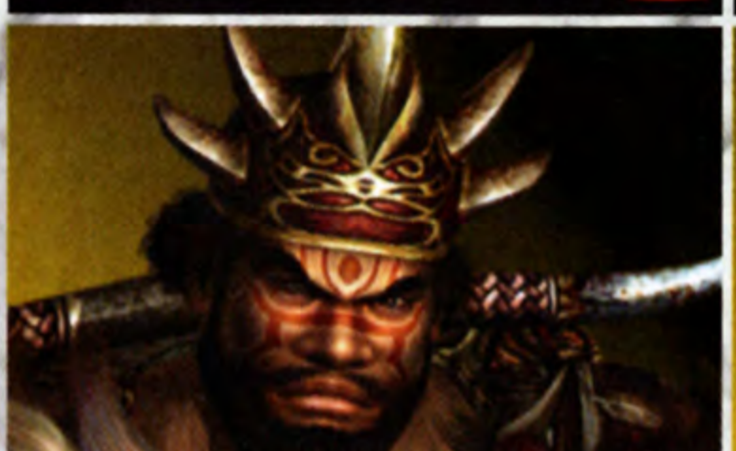
The uncontrollable tyrant — PWR

Yuan Shao

Man of honor — TEC

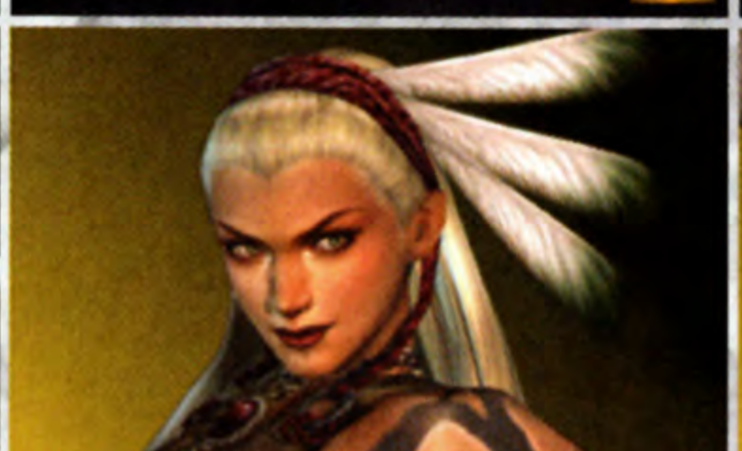
Zhang Jiao

Master of the Way of Peace — TEC



Meng Huo

The Nanman King — PWR



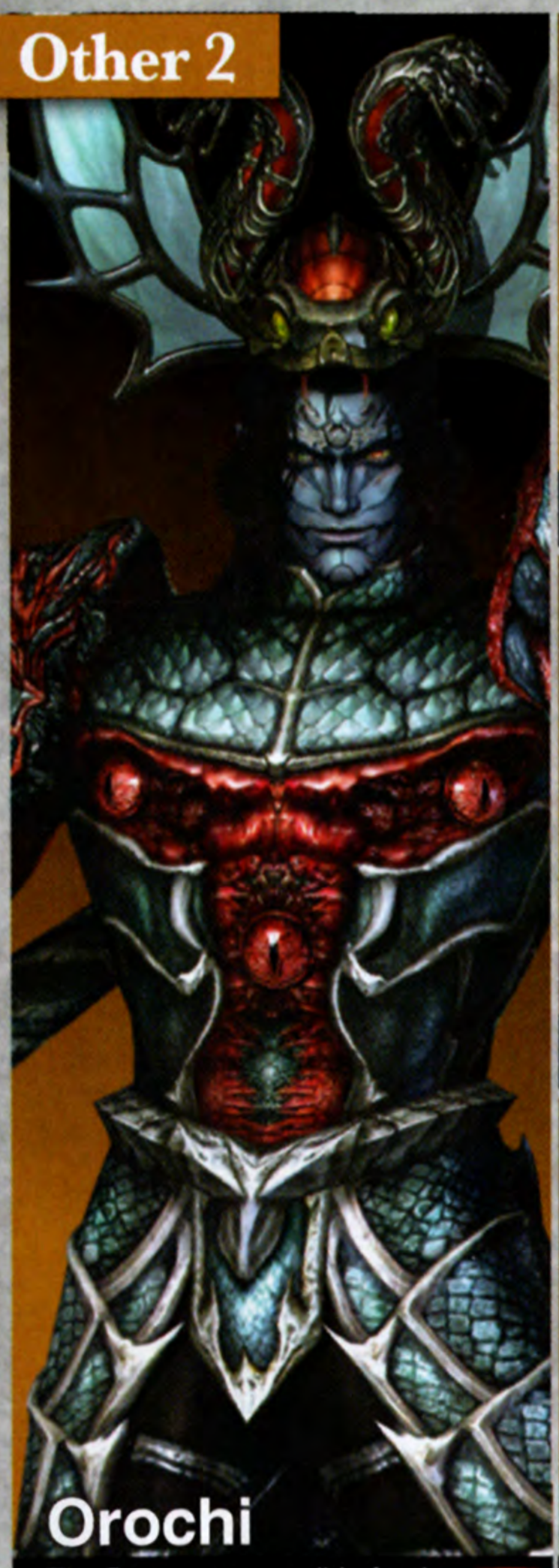
Zhu Rong

Daughter of the Sun God and wife of the Nanman King — PWR

Zuo Ci

The sage determined to end the chaos — SPD

Other 2



Orochi
The Demon responsible for the strange new world — PWR

Da Ji
Sly advisor to Orochi — TEC

Taigong Wang
Young but talented strategist — TEC

Sun Wukong
Warrior always looking for the next challenge — SPD

Fu Xi
Brilliant strategist who leads Taigong Wang and Nu Wa — PWR

Nu Wa
Only few can match her skills with the sword — SPD

Kiyomori Taira
A master strategist, there are none who surpass him — PWR

Yoshitsune Minamoto
Young and talented warrior of the Genji clan — TEC

Himiko
Young maiden believed to be a descendant of the gods — SPD

Special thanks to:

James Felper
PARANORMAL DESIGNS
SWITCHBLADE CREATIVE STUDIOS INC.

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